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REMARKS

Claim 25, for examples, calls for providing at least one media center "to provide electronic game data for one game to at least two game players of said game who play the game at the same time in concert."

Thus, the idea is that two people are playing the same game at the same time. Nonetheless, "the game images for each of the players may be different in at least some respects." This is not taught in the cited reference.

In the cited reference to Stoel, all that happens is game software is loaded to computers in different hotel rooms. Each person in each hotel room then has a fully functioning game player to play the game that was paid for. The people in one room have no relationship to the people in the other room, do not play the same game at the same time, and have no interaction with those people.


Thus, there is no concept of playing the same game at the same time and yet having different screen displays.

None of the cited material suggests anything to the contrary. Column 8, lines 35-40, is explicit that once the software for the video game is downloaded, the game engine 58 (in one hotel room) acts essentially as "an ordinary, commercially available video game generator that processes received keystroke information and generates the video game audio and video signals." In other words, all the reference does is provide software to users on demand in different hotel rooms to play games. Users in more than one hotel room do not play the same game at the same time in concert or have game images that are different in some respects.

Therefore, reconsideration is respectfully requested.

Respectfully submitted,

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Timothy N. Trop, Reg. No. 28,994
TROP, PRUNER & HU, P.C.
1616 South Voss Road, Suite 750
Houston, TX 77057-2631
713/468-8880 [Phone]
713/468-8883 [Fax]
Attorneys for Intel Corporation